

**Amendments to the Claims:**

1. (currently amended) An automated system for generating an article describing an event comprising:

a log comprised of recorded events;

means for generating statistics from the log;

a plurality of article templates, each article template being a pre-written description of a generic event and having associated with it at least one condition;

means for comparing the at least one condition to the statistics and for identifying as candidate article templates those article templates for which the at least one condition is met by the statistics;

means for selecting one article template from amongst the candidate article templates;

and

means for generating a finished article from the selected article template and the recorded events.

2. (previously presented) The automated system of claim 1 further comprising:

an interface which allows an end-user to select a specific event for article generation and by which the finished article is displayed to the end-user.

Claim 3 (canceled)

4. (original) The automated system of claim 1 wherein the means for selecting comprises a means for selecting the candidate having the most conditions.

5. (previously presented) The automated system of claim 1 wherein the recorded events are provided by a scorekeeper and further comprising means for eliminating one or more of the plurality of article templates based upon a proficiency rating of the scorekeeper.
6. (original) The automated system of claim 1 comprised of object oriented program routines.
7. (original) The automated system of claim 1 wherein the means for comparing the at least one condition comprises a first means for comparing the at least one condition to a set of default statistics and a second means for comparing the at least one condition to a set of additional statistics.
8. (original) The automated system of claim 1 wherein the event is a game.
9. (original) A method of automatically generating a descriptive report of a happening, comprising:
- recording events in a pre-defined format in a game log;
  - generating game statistics from the events;
  - comparing the game statistics to a plurality of conditions associated with a plurality of templates and selecting at least one template having conditions that are met by the game statistics;
  - in the event more than one template has conditions that are met by the game statistics, selecting from amongst the more than one templates, a selected template having conditions that are most desirable according to pre-determined criteria;
  - inserting game statistics and game events into the selected template to generate the descriptive report; and
  - publishing the descriptive report.

10. (original) The method of claim 9 wherein a first set of game statistics is generated initially and only those templates having conditions that are met by the first set of game statistics are compared to a second generated set of game statistics.

11. (original) The method of claim 9 wherein the comparing step results in each condition having a yes, no, or to be determined indication associated with it, and comprising the further step of:  
generating additional statistics as required by the to be determined indications.

12. (original) The method of claim 9 wherein the pre-determined criteria comprises selecting the template having the most conditions.

13. (original) The method of claim 9 further comprising:  
associating with each condition a weighting factor; and wherein the selecting step comprises selecting the template having the highest weighted average of conditions.

14. (original) The method of claim 13 wherein conditions corresponding to unique or highly relevant events are weighted more heavily than conditions corresponding to common events.

15. (original) The method of claim 13 wherein the step of publishing the descriptive report comprises sending the descriptive report in a computer readable format to an IP address associated with a requesting end-user.

Claims 16-17 (canceled)

18. (currently amended) A system for automatically generating a report about a happening comprising:

a database comprised of logs, each log corresponding to a specific happening and being comprised of a plurality of events;

a statistics generator routine running on a general purpose computer circuit coupled to the database, receiving as input the plurality of events for a specific happening and outputting statistics regarding the specific happening;

a template database comprised of article templates, each article template having one or more conditions associated with it;

a template selector comprising

a comparison routine running on a general purpose computer receiving as input the one or more conditions associated with a first template under consideration and further receiving as input statistics regarding the specific happening, and outputting an indication whether the conditions associated with the first template are met by the statistics; and

a selector routine running on a general purpose computer, wherein the selector routine applies a weighting evaluation to each template having conditions met by the statistics and outputs a single selected template; and

an article creator routine receiving as input the selected template, wherein the selected template comprises a body of text containing function calls and wherein the functions calls call out for specific statistics, the article creator routine outputting a report comprising the body of the text with the specific statistics inserted in place of the function calls.

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19. (previously presented) The system of claim 18 wherein the statistics comprise numerical calculations selected from the group consisting of final score and score differential, and non-numerical values selected from the group consisting of team and player names, and time stamp values.

20. (previously presented) The system of claim 18 wherein the selector routine selects the template in response to the number of conditions associated with it.

21. (previously presented) The system of claim 18 wherein the selector routine selects the template in response to the weighting evaluation applied to each template.

Claims 22-23 (canceled)

24. (original) The system of claim 18 wherein the log database and the template database comprise a single database.

25. (previously presented) The system of claim 18 wherein the routines are realized in a general purpose computer operating in response to pre-programmed instructions.

26. (previously presented) An automated system for generating a text-based article describing an event comprising:

a log comprised of recorded sub-events;

means for generating statistics from the log;

a plurality of article templates, each article template being a text-based description of a generic event and having associated with it at least one condition;

means for comparing the at least one condition to the statistics and for identifying as candidate templates those templates for which the at least one condition is met by the statistics;

means for selecting one template from amongst the candidate templates; and

means for generating a finished text-based article from the selected template and the recorded events.

27. (previously presented) A system for automatically generating a report about a happening comprising:

a database comprised of logs, each log corresponding to a specific happening and including a plurality of events;

a statistics generator coupled to the database, receiving as input the plurality of events for a specific happening and outputting statistics regarding the specific happening;

a template database comprised of article templates, each article template being a pre-written description of a model happening in which references to an actual happening can be input and having one or more conditions associated with it;

a template selector process comprising

a comparison routine receiving as input the one or more conditions associated with a first template under consideration and further receiving as input statistics regarding the specific happening, and outputting an indication whether the conditions associated with the first template are met by the statistics; and

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a selector routine, wherein the selector routine applies a weighting evaluation to each template having conditions met by the statistics and outputs a single selected template; and  
an article creator routine receiving as input the selected template, wherein the selected template comprises a body of text containing function calls and wherein the functions calls call out for specific statistics, the article creator routine outputting a report comprising the body of the text with the specific statistics inserted in place of the function calls.

28. (new) A method of generating a text-based description of a particular game of a sport, comprising:

providing a plurality of article templates, each such article template being a text-based, narrative description of a generic game of said sport;

defining at least one conditional requirement for each of said plurality of article templates;

recording a plurality of events from said game, including a final score of said game;

generating pre-selected statistics from the recorded events, said pre-selected statistics including a final score differential;

comparing a first conditional requirement for a first article template to said final score differential;

determining if said first conditional requirement is satisfied by said final score differential and if so selecting said first article template for publication and inserting at least one of said recorded events into an appropriate location in said article template to generate a game-specific, text-based, narrative description of said game.

29. (new) The method of claim 28 wherein said first conditional requirement is satisfied if said final score differential exceeds a pre-defined limit.

30. (new) The method of claim 28 wherein said plurality of article templates is specific to a first sport and further comprising providing a second plurality of article templates specific to a second sport.

31. (new) The method of claim 28 wherein said at least one conditional requirement has a weighting factor associated with it.

32. (new) The method of claim 28 wherein said article template is a Word document having fields contained therein for insertion of one or more of said events from said game.